

TEXAS HOLD'EM

RULES

1. The goal of Texas Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply. In the event of a tie between hands, the pot will be split equally. Any odd chips shall be awarded to the player that is next in turn to receive the button position as it travels clockwise around the table.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Texas Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post all blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise. In the event that a player misses his blinds when it is his turn, that player may choose to begin playing again after the button passes his position but before it is his turn to post the big blind. This is called "posting" and the player will owe all the blinds that he missed. The small blind portion of this posting will always be considered dead money and is not counted toward any bets or raises; it is instead immediately placed in the pot after posting.
6. There are designated blinds in Texas Hold'em, consisting of small blind(s) and big blind(s). The blinds are considered bets, and are used to initiate action. In the event that a player is not able to post their blinds due to insufficient funds or an absence from the table, the Deuce Lounge and Casino will use the Dead Button Rule for tournament tables, and the Simplistic Button rule for non-tournament play.

The Dead Button will move the button forward to the next appropriate seat, even if that seat is unoccupied due to a player's absence. The Simplistic Button will move the button to the next active player and the next players will post their blinds as if no player had been absent.

7. Each player receives two down cards as his initial hand followed by a round of betting. During limit hold'em, betting in this round will be at the lower table limit. In no limit hold'em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind (in limit poker).
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. During limit hold'em, betting in this round will be at the lower table limit. In no limit hold'em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. During limit hold'em, betting in this round will be at the lower table limit. In no limit hold'em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. During limit hold'em, betting in this round will be at the lower table limit. In no limit hold'em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, for from the board, etc.) to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. This will apply for limit as well as no-limit games. However, for no-limit games, the increments during each round are the minimum amount that must be placed.

13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises. Play is defined as heads up if, before entering the next stage of play, the pot is contested by only two players.
14. The rank of each card used in Texas Hold'em, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suits, when determining button starting position, in order of highest to lowest rank, shall be: spades, hearts, diamonds, and clubs. The best winning hands for Texas Hold'em, order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

Collection Fees

For **Limit Poker schedule options 1 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one or more designated table fees. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn.

For **Limit Poker schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes.

For **Spread Limit Poker schedule options 1 through 15**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee.

For **Spread Limit Poker schedule options 16 through 25**, the collection fee shall be taken from the pot every 30 minutes.

Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Total Collection
		Opening	Late		
1	\$1 - \$2	\$0.50		\$0.50	\$1.00
2	\$1 - \$2	\$0.50		\$1.00	\$1.50
3	\$1 - \$2	\$0.50	\$0.50	\$1.00	\$2.00
4	\$1 - \$2	\$0.50	\$0.50	\$1.50	\$2.50
5	\$1 - \$2	\$0.50	\$0.50	\$2.00	\$3.00
6	\$2 - \$4	\$1.00		\$1.00	\$2.00
7	\$2 - \$4	\$1.00		\$2.00	\$3.00
8	\$2 - \$4	\$1.00	\$1.00	\$1.00	\$3.00
9	\$2 - \$4	\$1.00	\$1.00	\$2.00	\$4.00
10	\$2 - \$4	\$1.00	\$1.00	\$3.00	\$5.00
11	\$3 - \$6 to \$9 - \$18	\$1.00		\$2.00	\$3.00
12	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	\$3.00
13	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	\$4.00
14	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	\$5.00
15	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	\$6.00
16	\$10 - \$20	\$1.00		\$1.00	\$2.00
17	\$10 - \$20	\$1.00	\$1.00	\$1.00	\$3.00
18	\$10 - \$20	\$1.00	\$1.00	\$2.00	\$4.00
19	\$10 - \$20	\$1.00	\$1.00	\$3.00	\$5.00
20	\$10 - \$20	\$1.00	\$1.00	\$4.00	\$6.00

Limit - Timed Collection (every 1/2 hour)

Schedule Option	Table Limit	Collection Fee
21	\$3 - \$6 +	\$6.00
22	\$3 - \$6 +	\$8.00
23	\$3 - \$6 +	\$10.00
24	\$3 - \$6 +	\$12.00
25	\$3 - \$6 +	\$15.00

Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Total Collection
1	\$3 min. bet +	\$0.00	\$1.00	\$1.00
2	\$3 min. bet +	\$0.00	\$2.00	\$2.00
3	\$3 min. bet +	\$1.00	\$2.00	\$3.00
4	\$3 min. bet +	\$1.00	\$3.00	\$4.00
5	\$3 min. bet +	\$1.00	\$4.00	\$5.00
6	\$3 min. bet +	\$0.00	\$2.00	\$2.00
7	\$3 min. bet +	\$1.00	\$2.00	\$3.00
8	\$3 min. bet +	\$1.00	\$3.00	\$4.00
9	\$3 min. bet +	\$1.00	\$4.00	\$5.00
10	\$3 min. bet +	\$1.00	\$5.00	\$6.00
11	\$3 min. bet +	\$0.00	\$3.00	\$3.00
12	\$3 min. bet +	\$1.00	\$2.00	\$3.00
13	\$3 min. bet +	\$1.00	\$3.00	\$4.00
14	\$3 min. bet +	\$1.00	\$4.00	\$5.00
15	\$3 min. bet +	\$1.00	\$5.00	\$6.00

Spread Limit Poker – Timed Collection (every 1/2 hour)

Schedule Option	Table Limit	Collection Fee
16	\$1 min. bet	\$3.00
17	\$1 min. bet	\$4.00
18	\$1 min. bet	\$5.00
19	\$1 min. bet	\$6.00
20	\$1 min. bet	\$8.00
21	\$2 min. bet +	\$6.00
22	\$2 min. bet +	\$8.00
23	\$2 min. bet +	\$10.00
24	\$2 min. bet +	\$12.00
25	\$2 min. bet +	\$15.00

21st
CENTURY

BACCARAT

21st CENTURY BACCARAT

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

The following details are provided per BGC-APP. 026:

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the player/dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Backline betting is not allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Tie bet which pays 8 to 1

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5. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
 - Stand and keep their wager on the stand line;
 - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

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House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. A marked space in front of each player's betting position will be used and a player may make a tie bet. The tie bet may be less than or equal to but may not exceed the base game wager. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- Wagers shall be settled in the following order from seat to seat: the Player or Dealer wager placed then the Tie wager (if placed).
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Glossary of Terms

Dealer Button	A white plastic disc with the word "dealer" affixed on it.
Natural 8	When the first two cards of the player or dealer's hand has a value of eight (8)
Natural 9	When the first two cards of the player or dealer's hand has a value of nine (9)

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Table Limits & Collection Rates

There will be a fixed collection for each wager that will not be a percentage of the wager. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees may be up to five separate rates per table as per Penal Code. All collection rates and wagering limits for the game will be posted at each gaming table.

<u>Game Type</u>	<u>Player Wager</u>	<u>Player Collection</u>	<u>Player/Dealer Table Fee</u>	
21st Century Baccarat (including EZ Baccarat)				
\$5 to \$200	Any	\$0.00	\$5 to \$100 aggregate	\$0.50
			\$100+ to \$200 aggregate	\$1.00
			\$200+ to \$400 aggregate	\$2.00
			\$400+ aggregate	\$5.00
\$5 to \$200	Any	\$0.00	\$5 to \$100 aggregate	\$0.50
			\$100+ to \$200 aggregate	\$1.00
			\$200+ to \$400 aggregate	\$2.00
			\$400+ to \$1000 aggregate	\$5.00
			\$1000+ aggregate	\$10.00
\$5 to \$200	Any	\$0.50	\$5 to \$100 aggregate	\$0.50
			\$100+ to \$200 aggregate	\$1.00
			\$200+ to \$400 aggregate	\$2.00
			\$400+ aggregate	\$5.00
\$5 to \$200	Any	\$0.50	\$5 to \$200 aggregate	\$1.00
			\$200+ to \$400 aggregate	\$2.00
			\$400+ to \$1000 aggregate	\$5.00
			\$1000+ aggregate	\$10.00

EZ BACCARAT™



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Type of Game

The game of EZ Baccarat utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be four separate betting spaces specifically designated for four separate wagers; the player line, the banker line, the Tie Bet, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player has the following options when placing their wager(s):

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

- The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
 - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
 - If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
 - If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

The following chart shows when the banker hits (H) or stands (S) according to the rules above:

Banker's Score	Player's Third Card									
	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

EZ BACCARAT

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all player line, banker line, Tie Bet, and Dragon 7 Bonus Bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." There shall be no collection fee taken from a player for placing a player line, banker line, Tie Bet, or Dragon 7 Bonus Bet. For **schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all player line, banker line, Tie Bet, and Dragon 7 Bonus Bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." A collection fee shall also be collected per hand from each player, regardless of what the player wagers. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all player line, banker line, Tie Bet, and Dragon 7 Bonus Bets have been placed on the table but prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee	Jackpot Fee
1	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00	N/A
		\$101 - \$201	\$1.00		
		\$201 - \$400	\$2.00		
		\$401+	\$5.00		
2	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00	N/A
		\$101 - \$200	\$1.00		
		\$201 - \$400	\$2.00		
		\$401 - \$1,000	\$5.00		
		\$1,000+	\$10.00		
3	\$5 - \$200	\$5 - \$100	\$0.50	\$0.50	N/A
		\$101 - \$200	\$1.00		
		\$201 - \$400	\$2.00		
		\$401+	\$5.00		
4	\$5 - \$200	\$5 - \$200	\$1.00	\$0.50	N/A
		\$201 - \$400	\$2.00		
		\$401 - \$1,000	\$5.00		
		\$1,000+	\$10.00		

EZ BACCARAT

Table Layout



EZ BACCARAT

Equipment Used



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

**EZ Baccarat table with
EZ TRAK Baccarat
Edition system.**

EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker and Tie Bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.



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Standards of play:

Three Card Poker (TCP) is a three card poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

The player-dealer will only “bank” the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Three Card Poker shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker table shall have a drop box attached to it.

The cloth covering a Three Card Poker table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

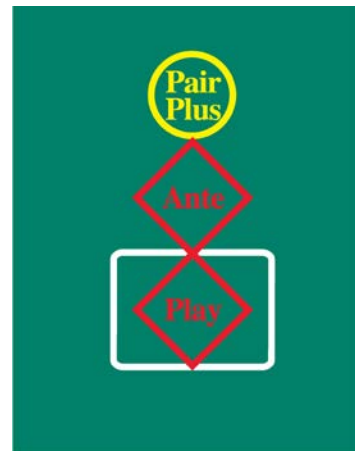
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For the Bonus wager the word(s) “Bonus” or “Pair Plus.”

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;





- c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker table, who has placed the Ante wager required above, shall also have the option to make an additional "Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.



5. Backline betting is not permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.



5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand did NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Bonus/Pair Plus:

BGC ID: GEGA-003193 (August 2011)



The Bonus/Pair Plus is an optional bonus bet for Three Card Poker. The rules are as follows:

1. A player shall only place a Bonus/Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Bonus/Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Bonus/Pair Plus and any collection fees that may be taken.
4. The Bonus/Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus/Pair Plus wager.
7. The player-dealer will pay all winning Bonus/Pair Plus wagers and will collect all losing Bonus/Pair Plus wagers.
8. The Bonus/Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Bonus/Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Bonus/Pair Plus wagers pay as follows:

3- Card Hand	Payoff
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

BGC ID: GEGA-003193 (August 2011)



Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

There will be a fixed collection for each wager that will not be a percentage of the wager. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees may be up to five separate rates per table as per Penal Code. All collection rates and wagering limits for the game will be posted at each gaming table.

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

<u>Game Type</u>	<u>Player Wager</u>	<u>Player Collection</u>	<u>Player/Dealer Table Fee</u>	
3 Card Poker				
\$5 to \$200	Any	\$0.00	\$5 to \$35 aggregate	\$1.00
			\$35+ to \$100 aggregate	\$2.00
			\$100+ to \$200 aggregate	\$3.00
			\$200+ to \$300 aggregate	\$4.00
			\$300+ aggregate	\$5.00
\$5 to \$50	Any	\$0.00	\$5 to \$35 aggregate	\$1.00
			\$35+ to \$100 aggregate	\$2.00
			\$100+ aggregate	\$3.00



Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player-dealer to make the best possible hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, or to complete a straight or flush. An iDEAL single deck specialty shuffler is used to shuffle the cards. Cards shall be manually shuffled and dealt by the card room dealer when requested by a player.

The hand rankings for Pai Gow Poker are as follows: The rank of each card used in Fortune Pai Gow Poker, shall be as follows: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two.

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five (5) cards of the same rank. Five (5) Aces is the highest ranked five of a kind and five (5) 2's is the lowest ranked five of a kind.
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five (5) cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four (4) cards of the same rank. Four (4) Aces is the highest ranked four of a kind and four (4) 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three (3) Aces and two (2) Kings is the highest ranked full house and three (3) 2's and two (2) 3's is the lowest ranked full house.
Flush	A hand that consists of five (5) cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.



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Standards of play:

Three Card Poker (TCP) is a three card poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

The player-dealer will only “bank” the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Three Card Poker shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker table shall have a drop box attached to it.

The cloth covering a Three Card Poker table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

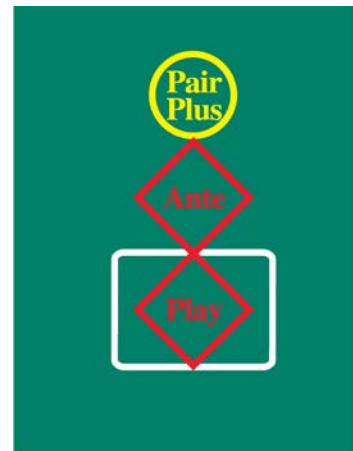
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For the Bonus wager the word(s) “Bonus” or “Pair Plus.”

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;





- c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker table, who has placed the Ante wager required above, shall also have the option to make an additional "Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.



5. Backline betting is not permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.



5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand did NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Bonus/Pair Plus:

BGC ID: GEGA-003193 (August 2011)



The Bonus/Pair Plus is an optional bonus bet for Three Card Poker. The rules are as follows:

1. A player shall only place a Bonus/Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Bonus/Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Bonus/Pair Plus and any collection fees that may be taken.
4. The Bonus/Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus/Pair Plus wager.
7. The player-dealer will pay all winning Bonus/Pair Plus wagers and will collect all losing Bonus/Pair Plus wagers.
8. The Bonus/Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Bonus/Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Bonus/Pair Plus wagers pay as follows:

3- Card Hand	Payoff
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

BGC ID: GEGA-003193 (August 2011)



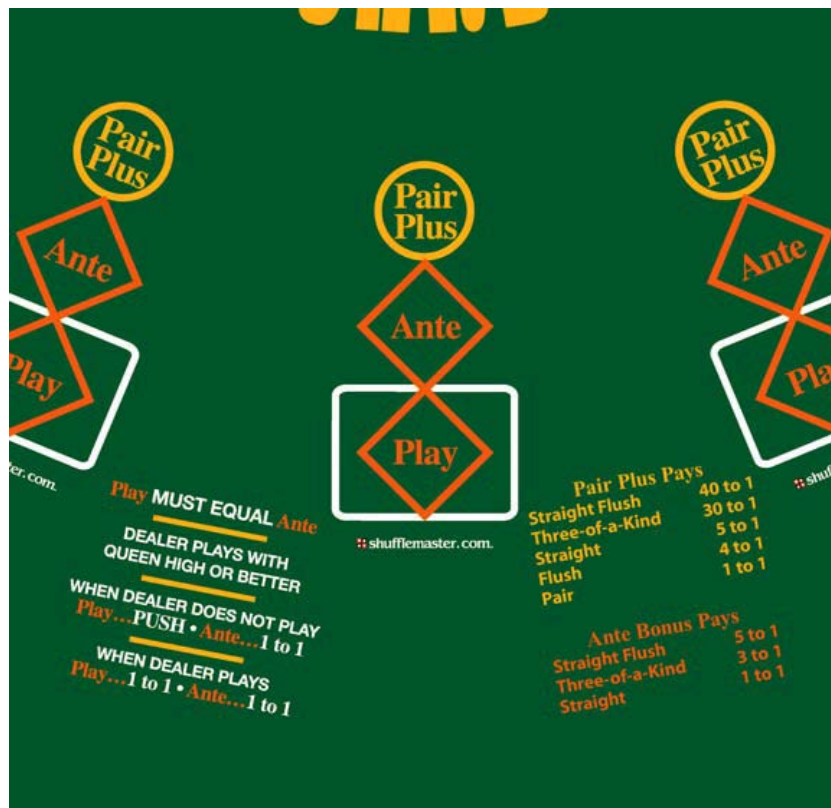
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

There will be a fixed collection for each wager that will not be a percentage of the wager. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees may be up to five separate rates per table as per Penal Code. All collection rates and wagering limits for the game will be posted at each gaming table.

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

<u>Game Type</u>	<u>Player Wager</u>	<u>Player Collection</u>	<u>Player/Dealer Table Fee</u>	
3 Card Poker				
\$5 to \$200	Any	\$0.00	\$5 to \$35 aggregate	\$1.00
			\$35+ to \$100 aggregate	\$2.00
			\$100+ to \$200 aggregate	\$3.00
			\$200+ to \$300 aggregate	\$4.00
			\$300+ aggregate	\$5.00
\$5 to \$50	Any	\$0.00	\$5 to \$35 aggregate	\$1.00
			\$35+ to \$100 aggregate	\$2.00
			\$100+ aggregate	\$3.00





Straight	A hand that consists of five (5) cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three (3) cards of the same rank. Three (3) Aces is the highest ranked three of a kind and three (3) 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two (2) pairs. Two (2) Aces and two (2) Kings is the highest ranked two pairs and two (2) 3's and two (2) 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two (2) cards of the same rank. Two (2) Aces is the highest ranked pair and two (2) 2's is the lowest ranked pair.
High Card	A hand that consists of five (5) cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

The hand rankings for the Fortune Pai Gow Poker Bonus Bet are as follows:

Rank	Combination of Cards
1 st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	Four-of-a-Kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8 th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
11 th	Straight (Five cards of different suits ranked in order)



Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards face down. The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table. The first card will be placed to the dealer's left and then additional cards will be dealt to the right until seven cards lay in front of the dealer. The dealer will then deal another seven cards, starting with the card farthest to the dealer's right. Cards shall be dealt in this back and forth manner until each pile has seven cards. The Player-dealer selects which pile will be distributed to the first Player who is randomly selected. The Dealer identifies the hand by placing a "button" marked "ACTION" on this pile.
- ❖ When dealing the seven (7) piles of seven (7) cards using an automatic shuffler, the automatic shuffler deals seven (7) piles of (7) seven cards each. The action button, which determines the first player to receive first action from the player-dealer, is placed on the first pile dealt by the automatic shuffler. Once the action button position is determined, the card room dealer shall distribute the seven (7) piles of cards, starting with the pile that has the action button and continuing clockwise. All seven (7) piles of cards shall be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- ❖ Each pile of seven cards is distributed to each seat at the table, starting with the pile of cards that received the action button to the player that received the action position. The remaining piles, starting with the pile to the right of the action pile from the dealer position, shall be distributed to the remainder of the seats in a clockwise manner. The Dealer collects cards distributed to seats without a wager and places them in the discard pile.

Number of players in the game:

The game will be played on a standard pai gow poker table which accommodates a maximum of seven players including the player-dealer position for a total of eight seated positions.



Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow wager have the option to make a Fortune Bonus wager as well. If a player wagers at least \$5 on the Fortune bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus wager.

The player-dealer may place a wager to cover some or all of the action on the table. Backline betting is permitted on base game wagers only. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin. Additionally, each player's wager receives action in the order described above.

How winners determined and paid:

- ❖ Once the player-dealer's hands are set, according to the 'House Way' chart below, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands, as described below, starting with the action button and moving clockwise from player to player:
- ❖ The standard base game wagers are settled (win, lose, tie/push) first, as follows:
- ❖ The base game wager wins if the two (2) card hand and the five (5) card hand held by the player ranks higher than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will pay all winning base game wagers.
- ❖ The base game wager loses if the two (2) card hand and the five (5) card hand held by the player ranks lower than the player-dealer's two (2) card hand and the five (5) card hand. The player-dealer will collect all losing base game wagers.
- ❖ The base game wager 'pushes' if one of the hands held by the player ranks higher than the player-dealer's hands and the player's other hand ranks lower than the player-dealer's hand. In this case, neither the player nor the



player-dealer wins or loses; the wager is a 'push' and is returned to the player.

- ❖ If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."
- ❖ Once the base game wagers are settled, the Fortune Bonus Bet wagers will be settled, as follows:

The Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.

- The player-dealer will pay all winning Fortune Pai Gow Poker Bonus Bet wagers when the player's hand qualifies according to the chart below.
 - The player-dealer will collect all losing Fortune Pai Gow Poker Bonus Bet wagers when the player's hand does not qualify according to the chart below.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ A player must place a wager for the game of Pai Gow in order to place a Fortune Bonus bet.
- ❖ The Fortune Bonus bet may be less than, equal to, or greater than the Pai Gow Poker bet. However, the Fortune Bonus bet may not exceed the table limit.
- ❖ Only the player who placed wager on the first betting circle of the seat is eligible to place a Fortune Bonus bet.
- ❖ There is no collection fee taken when a player places a Fortune Bonus bet.
- ❖ The Fortune Bonus bet may win or lose independent of the outcome of the Pai Gow Poker bet.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up Envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus bet wager.



- The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Four-of-a-Kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least a Four-of-a-Kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player-dealer's hand.

Round of Play

- ❖ Each player and the player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ The standard Pai Gow wagers are settled first (win, lose, tie/push).
- ❖ In all winning bets, the players are paid 1 to 1 of their total wager to the extent the Player-dealer's wagers covers the action.
- ❖ The player-dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ Wagers shall be settled starting with the player with the action button, then proceeding to all other players in a clockwise manner, from player to player.
- ❖ Once the standard Pai Gow wagers are settled, the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus bet and/or the Envy Bonus. The Casino dealer then settles all Fortune Bonus bets and/or pays the Envy Bonus.
- ❖ The cards are collected, shuffled and a new round begins.



- ❖ The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Fortune Pai Gow Poker PAYTABLE OPTIONS

Hand	FPG-03	
	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$3,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	
Three Pair		

House Way Chart:

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Joker Handicap	Put 1 st and 3 rd highest cards in the front



	unless the play has a queen, 8, 7, or less.
One Pair and a Joker	Pair-pair unless ace king with three of a kind 2's, 3's, or 4's.
Two Pairs	Please refer to the chart below.
Two Pairs and a Joker	Pair-trips, go three pair if the largest card is three points higher than the big pair.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind – Aces	If three aces, put one ace and the highest card in front and the pair of aces in the back unless the front hand is a king and queen.
Three of a Kind – Kings	If three kings, put one king and the highest card in front and the pair of kings in the back unless the front hand is a queen and jack.
Three of a Kind – Queens or lower	If three queens or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put lower three of a kind in the back.
Three of a Kind with a Joker	Put the three of a kind in back and the pair in front.



Straight, Flush, or Straight-Flush with No Pair or and No Joker	Always play the complete hand (straight or flush) in the back and the remaining single cards in front.
Straight, Flush, or Straight-Flush with Joker and No Pair or with One Pair and No Joker	If the front hand has a queen or better, play the complete hand behind (straight or flush) in the back. If the front hand is not queen or better, play ace and a pair of jacks or better behind or else play as No Joker rule above.
Straight, Flush, or Straight-Flush with Two Pairs and No Joker	Play according to Two Pairs strategy if there is a qualifier of 6's or lower. Otherwise, split if you can't play two pair behind.
Straight, Flush, or Straight-Flush with Two Pairs with a Joker	Play a pair in the front and a complete hand in the back. Otherwise, play according to the No Joker rules above.
Natural Full House and No Joker	Play the pair in front and the three of a kind in the back unless the pair is 2's and the front hand can be ace, king.
Full House or Four of a Kind and a Pair	Play the highest pair in the front and the full house or the four of a kind in the back.
Full House and a Joker	Play the highest pair in front that will leave a full house in the back.
Four of a Kind – Aces and Kings	Always split and put the pair of kings in front and the pair of aces in the back.
Four of a Kind – Queens	Always split and put a pair of queens in front and a pair of queens in the back, unless you can play an ace and a king or an ace and a jack in the front, then keep the four of a kind in back.
Four of a Kind – Jacks and 10's	Always split and put a pair in front and a pair in the back, unless you can play an ace in the front, then keep the four of a kind in back.



Four of a Kind – 9's and 8's	Always split and put a pair in front and a pair in the back, unless you can play a king or higher in the front, then keep the four of a kind in back.
Four of a Kind – 7's	Always split and put a pair in front and a pair in the back, unless you can play a queen or higher in the front, then keep the four of a kind in back.
Four of a Kind – 6's or lower	Play the four of a kind in the back and the two highest remaining cards in the front.
Five of a Kind Aces with or without a Pair	Always put the pair of aces in the front unless Kings.

Two Pair Chart:

	22	33	44	55	66	77	88	99	XX	JJ	QQ	KK
AA	S	S	S	S	S	S	S	S	S	S	S	S
KK	AJ	AJ	AQ	AQ	S	S	S	S	S	S	S	S
QQ	A8	A9	AX	AJ	AK	AK	AK	S	S	S	4K	
JJ	A4	A4	A6	A8	AX	AQ	AQ	AQ	AK	4K		
XX	KQ	KQ	KQ	A3	A3	A6	AJ	AJ	4K			
99	KX	KJ	KQ	KQ	KQ	KQ	KQ	4K				
88	K4	K5	KJ	KJ	KQ	KQ	4K					
77	K4	K4	K6	KJ	KJ	4K						
66	QJ	K4	K5	K7	4K							
55	QX	QX	QJ	4K								
44	Q5	Q6	4K									
33	JX	4K										

*The "S" stands for split. "4K" means refer to Four of a Kind rule in the House Way chart. The shaded cells represent automatically split the pairs regardless of what they can play in the front hand.



*The chart shows the minimum two cards that must be played in the front, otherwise, the two pairs should be split and the lower pair played in the front hand.

*The letters in the chart corresponds to the following cards: A (ace), K (king), Q (queen) J (jack), X (10). All of the numbers in the chart correspond to the exact card with that number.

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the player-dealer wins the other.



Collection Fees for this game:

There will be a fixed collection for each wager that will not be a percentage of the wager. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees may be up to five separate rates per table as per Penal Code. All collection rates and wagering limits for the game will be posted at each gaming table.

<u>Game Type</u>	<u>Player Wager</u>	<u>Player Collection</u>		<u>Player/Dealer Table Fee</u>
<i>Pai Gow Poker (including Fortune Pai Gow)</i>				
\$5 to \$200	\$5+ to \$40	\$0.50	\$5 to \$100 aggregate	\$1.00
	\$40+ to \$100	\$1.00	\$100+ aggregate	\$2.00
	\$100+ to \$200	\$2.00		
\$5 to \$200	\$5+ to \$40	\$0.50		\$2.00
	\$40+ to \$100	\$1.00		
	\$100+ to \$200	\$2.00		

No Bust 21st Century Blackjack[®]

Version 3.c1

No Bust 21st Century Blackjack[®] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack
*Additional pending patents		

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

No Bust 21st Century Blackjack

Object of the game

The object of No Bust 21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the closest possible hand of “Natural”, or the best possible hand of Joker/Joker, which pays 3 to 2 as a player.

Value of Cards

The game can be played with a minimum of two (2) and a maximum of eight (8) standard playing decks with between two (2) and eight (8) Jokers added. (Up to a maximum of 424 cards.)

- An ace has a value of one or eleven when dealt with any card, except another ace, at a player’s discretion. Each ace is worth one or eleven when two aces are dealt together for a total of two or twelve at a player’s discretion. Two aces dealt together shall never equal twenty-two.
- Jokers are wild when used with any other card and instantly make the hand a total of 21. No more action on any hand is allowed once that hand contains a Joker.
- All cards from 2-9 have their face value.
- Picture cards and 10’s all have a value of 10.

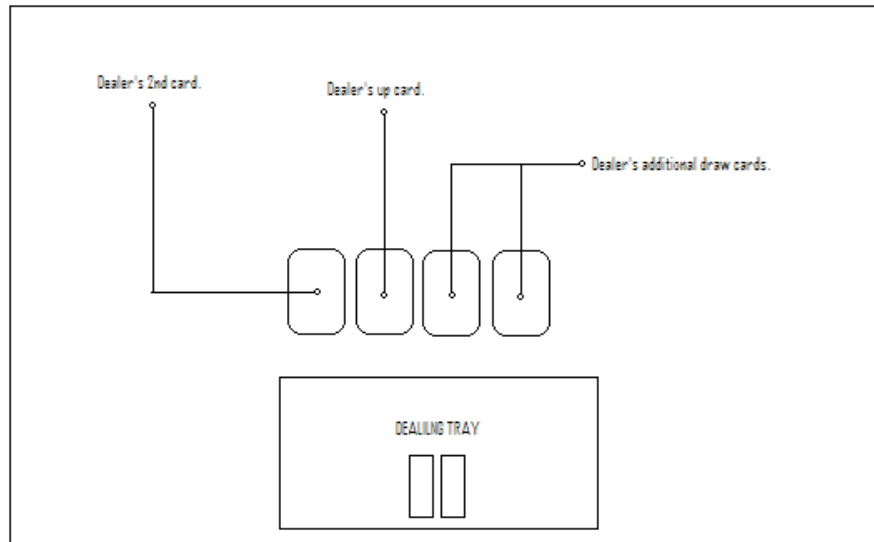
Round of Play

1. No Bust 21st Century Blackjack is played on a raised gaming table. The table seats up to seven (7) players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer’s chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clockwise fashion.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fees for the players and Player/Dealer. A maximum of three (3) collection rates are allowed in compliance with the California Penal Code.
3. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winning wagers and will also set the amount that he/she can collect from the losing wagers. The casino will place a “button” in front of the Player/Dealer which designates that they are taking the “Player/Dealer” position and further designate whether it is the first or second turn for the Player/Dealer in the banking position.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with any other unoccupied betting circle(s), just as long as they are immediately adjacent. Players are restricted to a maximum of three (3) betting circles. Each player must pay the posted collection for the wager they placed on any betting circle where they have money or “action”, if applicable.

5. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect any and all of the collection fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
6. The game does not utilize an "action" button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a counter-clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The industry standard hand signal for a Surrender (see below) is for a player to place their index finger straight down on the table behind their wager and draw a line from left to right.
8. The casino dealer deals the first card to the player seated to the left of the dealer, in a clockwise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also, face down. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the casino dealer, and will continue in a clockwise fashion. The player/Dealer will receive a second card, face down and proceed to turn their original card face up on top of this second card. (Commonly referred to as a "hole card".)
10. Players have the option to hit or stay on any hand that does not contain a Joker. However, if the player is wishing to make a very unusual play, as in the hitting of a hard 19 for example, they should notify the dealer promptly when it is their turn to act. (Calling verbally for "time" is advised.)
11. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will expose the Player/Dealer hole card. The casino dealer will now draw cards, if needed, to reach a playable total. The dealer must hit any hand that has a value of soft 17 or less and must stay on any total of hard 17 or greater. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower.
12. At this point all hands will be compared in value, beginning with the seat immediately to the right of the dealer and continuing in a counter-clockwise fashion until all wagers are paid, taken or pushed.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first card up is a Joker, all hands are dealt two (2) cards, including the Player/Dealer, and no player has options on their hands when this occurs. The Player/Dealer hand is considered a total of 21, and winning and losing wagers will be

determined based on this total. Players cannot Double Down, Split or Surrender (see below) when the Player/Dealer's first card dealt is a Joker.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is industry standard and is depicted in the example chart below:



16. After all wagers are settled, the cards are collected and discarded. Every player on the table has the option to act as the Player/Dealer for a minimum of one (1) and a maximum of two (2) hands. The Player/Dealer position is rotated in a clockwise fashion around the table.
17. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

Game Rules

1. Joker/Joker is the best possible hand, beating all others, and paying 3 to 2 for a player.
2. If a player's total is less than a "natural" and the Player/Dealer's total is more than a natural", the player wins the hand
3. If a player's total is less than a "natural" and the Player/Dealer's total is also less than a "natural", the hand closest to a "natural" wins.
4. If a player and the Player/Dealer have the same total and it is less than a "natural", the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the Player/Dealer's total are more than "natural", the following will apply:
 - a. If the Player/Dealer is closer to "natural", the Player/Dealer wins the hand.
 - b. If the player is closer to "natural" the player will push or tie, and no action is taken on the wager.
 - c. If the player and the Player/Dealer both have the same total, the player will lose the hand. (Ties are awarded to the Player/Dealer.)
6. If a player has more than "natural" and the Player/Dealer has less than "natural", the Player/Dealer wins.
7. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three (3) separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on any percentage.
8. Backline betting is not allowed.
9. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Double Down, Split, Surrender

Double Down: Players can Double Down on any two cards at anytime with the exception of all Jokers. The player must place a second wager equal to or less than the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Split: Players can split any two cards of equal value, originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may Double Down (but not Surrender) after each split.

Players can split any two Aces originally dealt to them but can only receive one card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple Splitting of cards other than Aces is permitted, up to four (4) total hands.

Surrender: Players can Surrender at anytime on their first two cards dealt, or after any Split. (Except against a dealer's up card of an Ace) If they choose to Surrender, half of their wager will

be forfeited. The player must indicate they wish to Surrender when it is their turn to act. The player's play for that hand will cease.

There is no extra collection fee taken by the casino on any Double Down or Split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409.** And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Collection Fees

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all game wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." There will be no collection fee required from a player when placing the game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all game wagers have been placed on the table but prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of No Bust 21st Century Blackjack are as shown below:

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee	Jackpot Fee
1	\$5 - \$200	\$0	\$5 - \$50	\$.50	N/A
			\$51 - \$400	\$2.00	
			\$401+	\$5.00	
2	\$50 - \$200	\$0	\$50 - \$400	\$2.00	N/A
			\$400 - \$1,000	\$5.00	
			\$1,001 +	\$10.00	



Let It Ride

*Let It Ride is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Let It Ride (LIR) is a five-card poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winning bets and pay all losing bets to the extent that money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only “bank” the hand for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

All standard poker rankings will be used from the minimum winning hand of a pair of 10s to the best hand; a Royal Flush. All hands that are a pair of 9s and below are losing hands. Backline betting is not permitted on any wager.

Type of gaming table utilized for this game:

Let It Ride shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table.

The cloth covering a Let It Ride table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled ‘1’, ‘2’, and ‘\$’ for the placement of bets.

Number of players in the game:

A maximum of seven players including the player/dealer position for a total of eight seated positions.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Let It Ride shall be dealt from an automatic card shuffling device (“shuffler”).
2. **Physical Characteristics:** Cards used to play Let It Ride shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Let It Ride shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.



Let It Ride

- a. The backs of the cards of the two decks are of different color;
- b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- d. The cards from only one deck shall be placed in the discard rack at any given time.

Betting scheme:

1. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.
4. The player/dealer will collect all losing wagers and will pay all losing wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.
2. The dealer shall wait for each player to place three equal bets. The dealer will announce "No more bets."
3. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in-turn, to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face down and shall place each stack behind the bets in the player's betting area. The stack dealt to the player/dealer shall be delivered as follows:
 - a. The stack shall be placed to the right of the area designated for placement of community cards.
 - b. The dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face down over to the right rectangle.
 - c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player/dealers cards have become the community cards which will be available to all players.



Let It Ride

4. After the stacks have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards.
2. Each player who places a wager shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/her three cards in full view of the dealer at all times.
3. After each player has examined his/her cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.
 - a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
4. After each player has made a decision regarding Bet #1, the dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.
5. After the first community card is exposed, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.
 - a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
 - c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.
6. The dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.
7. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.



Let It Ride

8. After the second community card is turned face up, the dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.
9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards, to determine if the player's hand is a winning or losing hand.
10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player/dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and one of the attached payout tables. ****Cardrooms to select one table from the attached payable options.****
11. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a counter-clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers shall be settled in the following order from player to player: Bet #3, Bet #2 and finally, Bet #1.
12. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
13. After all winning wagers are paid, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.
14. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Let it Ride Basic Game Paytable Summary

	LIRX-02
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1



Let It Ride

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

There will be a fixed collection for each wager that will not be a percentage of the wager. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees may be up to five separate rates per table as per Penal Code. All collection rates and wagering limits for the game will be posted at each gaming table.

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.



Let It Ride

<u>Game Type</u>	<u>Player Wager</u>	<u>Player Collection</u>	<u>Player/Dealer Table Fee</u>	
<i>Let It Ride</i>				
\$5 to \$200	Any	\$0.00	\$5 to \$35 aggregate	\$1.00
			\$35+ to \$100 aggregate	\$2.00
			\$100+ to \$200 aggregate	\$3.00
			\$200+ to \$300 aggregate	\$4.00
			\$300+ aggregate	\$5.00
\$5 to \$50	Any	\$0.00	\$5 to \$35 aggregate	\$1.00
			\$35+ to \$100 aggregate	\$2.00
			\$100+ aggregate	\$3.00

Omaha HIGH/LOW SPLIT

RULES

1. The goal of Omaha High/Low Split is to win at least half of the pot with either the highest and/or lowest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
5. Omaha High/Low Split uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
6. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
7. There are designated blinds in Omaha High/Low Split, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
8. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
9. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.

10. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to make the highest and/or lowest five card hand. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player's hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each players five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. If there are an odd number of chips for all cases, the odd chips shall be awarded to the player closest to the left of the dealer button.

13. Five-card High Hand Rankings

The rank of each card used in Omaha High/Low Split High/Low Split when forming a five-card high hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The highest ranked five-card hand for Omaha High/Low Split High/Low Split, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five-cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three Aces and two (2) Kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five-cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five-cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five-cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

14. Qualifying Five-card Low Hand Rankings

The rank of each card used in Omaha High/Low Split High/Low Split when forming a qualifying five-card low hand, in order of highest to lowest rank, shall be: king, queen, jack, ten, nine, eight, seven, six, five, four, three, two, and ace. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. In order to make a qualifying five-card low hand, a player must have an eight high or better (lower), meaning that the two cards used from the player's hand and the three community cards used by the player must rank cannot contain a card ranked nine or higher. Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not count against the player's hand. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards rank eight or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an ace. If multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each players five-card hand, with the lowest high card being the winning low hand. Therefore, a hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an ace, even though the second hand has the lowest card.

15. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
16. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The players of Omaha High/Low Split play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

For **Limit Omaha High/Low Split - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Omaha High/Low Split - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Omaha High/Low Split - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Omaha High/Low Split - schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Omaha High/Low Split - schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.

Per, the Tulare County Local Ordinance, Spread Limit and No-Limit Omaha High/Low Split shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed; however, a wager may not exceed \$200 per betting round. **All-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Omaha High/Low Split are as shown below:

Omaha High/Low Split – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A

3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Omaha High/Low Split - Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Jackpot Fee
1	\$3 min. bet	\$0.00	\$1.00	N/A
2	\$3 min. bet	\$0.00	\$2.00	N/A
3	\$3 min. bet	\$1.00	\$2.00	N/A
4	\$3 min. bet	\$1.00	\$3.00	N/A
5	\$3 min. bet	\$1.00	\$4.00	N/A
6	\$3 min. bet	\$1.00	\$5.00	N/A
7	\$3 min. bet	\$0.00	\$3.00	N/A
8	\$3 min. bet	\$1.00	\$4.00	N/A
9	\$3 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
10	\$1 min. bet	\$3.00	N/A
11	\$1 min. bet	\$4.00	N/A

12	\$1 min. bet	\$5.00	N/A
13	\$1 min. bet	\$6.00	N/A
14	\$1 min. bet	\$8.00	N/A
15	\$2 min. bet	\$6.00	N/A
16	\$2 min. bet	\$8.00	N/A
17	\$2 min. bet	\$10.00	N/A
18	\$2 min. bet	\$12.00	N/A
19	\$2 min. bet	\$15.00	N/A

OMAHA

RULES

1. The goal of Omaha is to win the pot with the highest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Omaha uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Omaha, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action. Each player receives four down cards as his initial hand starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have four (4) cards. These initial four (4) cards are referred to as "hole cards." This is followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
7. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
8. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
9. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

10. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
11. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
12. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.
13. The rank of each card used in Omaha, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suites, in order of highest to lowest rank, shall be: spades, hearts, diamonds, and clubs. The best winning hands for Omaha, order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five (5) cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four (4) cards of the same rank. Four (4) Aces is the highest ranked four of a kind and four (4) 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three (3) Aces and two (2) Kings is the highest ranked full house and three (3) 2's and two (2) 3's is the lowest ranked full house.
Flush	A hand that consists of five (5) cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five (5) cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three (3) cards of the same rank. Three (3) Aces is the highest ranked three of a kind and three (3) 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two (2) pairs. Two (2) Aces and two (2) Kings is the highest ranked two pairs and two (2) 3's and two (2) 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two (2) cards of the same rank. Two (2) Aces is the highest ranked pair and two (2) 2's is the lowest ranked pair.

High Card	A hand that consists of five (5) cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.
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Collection Fees

For **Limit Omaha - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Omaha - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Omaha - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Omaha - schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Omaha - schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.

Per, the Tulare County Local Ordinance, Spread Limit and No-Limit Omaha shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed; however, a wager may not exceed \$200 per betting round. **All-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Omaha High/Low Split are as shown below:

Omaha – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A

9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Omaha - Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Jackpot Fee
1	\$3 min. bet	\$0.00	\$1.00	N/A
2	\$3 min. bet	\$0.00	\$2.00	N/A
3	\$3 min. bet	\$1.00	\$2.00	N/A
4	\$3 min. bet	\$1.00	\$3.00	N/A
5	\$3 min. bet	\$1.00	\$4.00	N/A
6	\$3 min. bet	\$1.00	\$5.00	N/A
7	\$3 min. bet	\$0.00	\$3.00	N/A
8	\$3 min. bet	\$1.00	\$4.00	N/A
9	\$3 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
10	\$1 min. bet	\$3.00	N/A
11	\$1 min. bet	\$4.00	N/A
12	\$1 min. bet	\$5.00	N/A
13	\$1 min. bet	\$6.00	N/A
14	\$1 min. bet	\$8.00	N/A
15	\$2 min. bet	\$6.00	N/A

16	\$2 min. bet	\$8.00	N/A
17	\$2 min. bet	\$10.00	N/A
18	\$2 min. bet	\$12.00	N/A
19	\$2 min. bet	\$15.00	N/A

TEXAS HOLD'EM

RULES

1. The goal of Texas Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply. In the event of a tie between hands, the pot will be split equally. Any odd chips shall be awarded to the player that is next in turn to receive the button position as it travels clockwise around the table.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Texas Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post all blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise. In the event that a player misses his blinds when it is his turn, that player may choose to begin playing again after the button passes his position but before it is his turn to post the big blind. This is called "posting" and the player will owe all the blinds that he missed. The small blind portion of this posting will always be considered dead money and is not counted toward any bets or raises; it is instead immediately placed in the pot after posting.
6. There are designated blinds in Texas Hold'em, consisting of small blind(s) and big blind(s). The blinds are considered bets, and are used to initiate action. In the event that a player is not able to post their blinds due to insufficient funds or an absence from the table, the Deuce Lounge and Casino will use the Dead Button Rule for tournament tables, and the Simplistic Button rule for non-tournament play.

The Dead Button will move the button forward to the next appropriate seat, even if that seat is unoccupied due to a player's absence. The Simplistic Button will move the button to the next active player and the next players will post their blinds as if no player had been absent.
7. Each player receives two down cards as his initial hand followed by a round of betting. During limit hold'em, betting in this round will be at the lower table limit. In no limit hold'em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind (in limit poker).

8. The dealer then burns a card and turns three cards up at once; this is called the “flop.” After the flop, there is a second round of betting. During limit hold’em, betting in this round will be at the lower table limit. In no limit hold’em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. During limit hold’em, betting in this round will be at the lower table limit. In no limit hold’em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. During limit hold’em, betting in this round will be at the lower table limit. In no limit hold’em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, four from the board, etc.) to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. This will apply for limit as well as no-limit games. However, for no-limit games, the increments during each round are the minimum amount that must be placed.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises. Play is defined as heads up if, before entering the next stage of play, the pot is contested by only two players.
14. The rank of each card used in Texas Hold’em, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suits, when determining button starting position, in order of highest to lowest rank, shall be: spades, hearts, diamonds, and clubs. The best winning hands for Texas Hold’em, order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive

	ranking. A king, queen, jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

Collection Fees

For **Limit Texas Hold'em - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Texas Hold'em - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Texas Hold'em - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Texas Hold'em - schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Texas Hold'em - schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.

Per, the Tulare County Local Ordinance, Spread Limit and No-Limit Texas Hold'em shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed; however, a wager may not exceed \$200 per betting round. **All-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Texas Hold'em are as shown below:

Texas Hold'em – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Texas Hold'em - Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Jackpot Fee
1	\$3 min. bet	\$0.00	\$1.00	N/A
2	\$3 min. bet	\$0.00	\$2.00	N/A
3	\$3 min. bet	\$1.00	\$2.00	N/A
4	\$3 min. bet	\$1.00	\$3.00	N/A
5	\$3 min. bet	\$1.00	\$4.00	N/A
6	\$3 min. bet	\$1.00	\$5.00	N/A
7	\$3 min. bet	\$0.00	\$3.00	N/A
8	\$3 min. bet	\$1.00	\$4.00	N/A
9	\$3 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
10	\$1 min. bet	\$3.00	N/A
11	\$1 min. bet	\$4.00	N/A
12	\$1 min. bet	\$5.00	N/A
13	\$1 min. bet	\$6.00	N/A
14	\$1 min. bet	\$8.00	N/A
15	\$2 min. bet	\$6.00	N/A
16	\$2 min. bet	\$8.00	N/A
17	\$2 min. bet	\$10.00	N/A
18	\$2 min. bet	\$12.00	N/A
19	\$2 min. bet	\$15.00	N/A

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Type of Game

The players of Pineapple play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player may use any combination of two out of the three cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “the board” cards to make the highest five-card poker hand. A player may also play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

The rank of each card used in Pineapple, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

The ranking of hands for Pineapple, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2’s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2’s and two 3’s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2’s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3’s and two 2’s is the lowest ranked Two Pairs.

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One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. The house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have three cards face-down. These initial three cards are referred to as "hole cards." Once each player has received their three hole cards, the first round of betting will occur. Players are given the following options, starting with the player

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to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their three hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call."
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Each active player, which are players that called all wagers and did not fold their hand, shall be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button. The cards shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. Once all active players have discarded one card and now only have two cards in their hand, the house dealer shall proceed dealing the game by taking the top card of the deck and placing it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of

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betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

For **Limit Pineapple - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Pineapple - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The opening

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round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Pineapple - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Pineapple- schedule options 1 through 15**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Pineapple - schedule options 16 through 25**, the collection fee shall be taken from the pot every 30 minutes.

Spread Limit Pineapple shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the Tulare County Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pineapple are as shown below:

Pineapple – Limit Games

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Total Collection
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	\$2.00
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	\$2.50
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	\$3.00
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	\$3.00
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	\$4.00
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	\$5.00
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	\$3.00
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	\$4.00
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	\$5.00
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	\$6.00
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	\$3.00
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	\$4.00
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	\$5.00
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	\$6.00
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	\$1.00
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	\$1.50
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	\$2.00
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	\$3.00

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19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	\$3.00
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	\$2.00

Schedule Option	Table Limit	Collection Fee (per 30 mins)
21	\$3 - \$6 +	\$6.00
22	\$3 - \$6 +	\$8.00
23	\$3 - \$6 +	\$10.00
24	\$3 - \$6 +	\$12.00
25	\$3 - \$6 +	\$15.00

Pineapple Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Total Collection
1	\$3 min. bet +	\$0.00	\$1.00	\$1.00
2	\$3 min. bet +	\$0.00	\$2.00	\$2.00
3	\$3 min. bet +	\$1.00	\$2.00	\$3.00
4	\$3 min. bet +	\$1.00	\$3.00	\$4.00
5	\$3 min. bet +	\$1.00	\$4.00	\$5.00
6	\$3 min. bet +	\$0.00	\$2.00	\$2.00
7	\$3 min. bet +	\$1.00	\$2.00	\$3.00
8	\$3 min. bet +	\$1.00	\$3.00	\$4.00
9	\$3 min. bet +	\$1.00	\$4.00	\$5.00
10	\$3 min. bet +	\$1.00	\$5.00	\$6.00
11	\$3 min. bet +	\$0.00	\$3.00	\$3.00
12	\$3 min. bet +	\$1.00	\$2.00	\$3.00
13	\$3 min. bet +	\$1.00	\$3.00	\$4.00
14	\$3 min. bet +	\$1.00	\$4.00	\$5.00
15	\$3 min. bet +	\$1.00	\$5.00	\$6.00

Schedule Option	Table Limit	Collection Fee (per 30 mins)
16	\$1 min. bet	\$3.00
17	\$1 min. bet	\$4.00
18	\$1 min. bet	\$5.00
19	\$1 min. bet	\$6.00
20	\$1 min. bet	\$8.00
21	\$2 min. bet +	\$6.00
22	\$2 min. bet +	\$8.00
23	\$2 min. bet +	\$10.00
24	\$2 min. bet +	\$12.00
25	\$2 min. bet +	\$15.00

TEXAS HOLD'EM HIGH/LOW SPLIT

RULES

1. The goal of Texas Hold'em is to win the pot with either the highest or the lowest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply. In the event of a tie between hands, the pot will be split equally.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Texas Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post all blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise. In the event that a player misses his blinds when it is his turn, that player may choose to begin playing again after the button passes his position but before it is his turn to post the big blind. This is called "posting" and the player will owe all the blinds that he missed. The small blind portion of this posting will always be considered dead money and is not counted toward any bets or raises; it is instead immediately placed in the pot after posting.
6. There are designated blinds in Texas Hold'em, consisting of small blind(s) and big blind(s). The blinds are considered bets, and are used to initiate action. In the event that a player is not able to post their blinds due to insufficient funds or an absence from the table, the Deuce Lounge and Casino will use the Dead Button Rule for tournament tables, and the Simplistic Button rule for non-tournament play. The Dead Button will move the button forward to the next appropriate seat, even if that seat is unoccupied due to a player's absence. The Simplistic Button will move the button to the next active player and the next players will post their blinds as if no player had been absent.
7. Each player receives two down cards as his initial hand followed by a round of betting. During limit hold'em, betting in this round will be at the lower table limit. In no limit hold'em, betting must be equal to the minimum for that round, but may

be up to any amount for the maximum. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind (in limit poker).

8. The dealer then burns a card and turns three cards up at once; this is called the “flop.” After the flop, there is a second round of betting. During limit hold’em, betting in this round will be at the lower table limit. In no limit hold’em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. During limit hold’em, betting in this round will be at the higher table limit. In no limit hold’em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. During limit hold’em, betting in this round will be at the higher table limit. In no limit hold’em, betting must be equal to the minimum for that round, but may be up to any amount for the maximum. Players not facing any previous bets (action) may check or bet. Players facing action may then either release (fold) their hands, call, or raise.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, for from the board, etc.) to determine the highest and lowest five card hand. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player’s hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each players five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among

all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. This will apply for limit as well as no-limit games. However, for no-limit games, the increments during each round are the minimum amount that must be placed.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises. Play is defined as heads up if, before entering the next stage of play, the pot is contested by only two players.

14. **Five-card High Hand Rankings**

The rank of each card used in Texas Hold'em High/Low Split High/Low Split when forming a five-card high hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The highest ranked five-card hand for Texas Hold'em High/Low Split High/Low Split, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five-cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and Ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three Aces and two (2) Kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five-cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.

Straight	A hand that consists of five-cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and Ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five-cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

15. **Qualifying Five-card Low Hand Rankings**

The rank of each card used in Texas Hold'em High/Low Split High/Low Split when forming a qualifying five-card low hand, in order of highest to lowest rank, shall be: king, queen, jack, ten, nine, eight, seven, six, five, four, three, two, and ace. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. In order to make a qualifying five-card low hand, a player must have an eight high or better (lower), meaning that the two cards used from the player's hand and the three community cards used by the player must rank cannot contain a card ranked nine or higher. Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not count against the player's hand. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards rank eight or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an ace. If multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each players five-card hand, with the lowest high card being the winning low hand. Therefore, a hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an ace, even though the second hand has the lowest card.

Collection Fees

For **Limit Texas Hold'em High/Low Split - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Texas Hold'em High/Low Split - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The

Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Texas Hold'em High/Low Split - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Texas Hold'em High/Low Split - schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Texas Hold'em High/Low Split - schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.

Per, the Tulare County Local Ordinance, Spread Limit and No-Limit Texas Hold'em High/Low Split shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed; however, a wager may not exceed \$200 per betting round. **All-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Texas Hold'em High/Low Split are as shown below:

Texas Hold'em High/Low Split – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A

16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Texas Hold'em High/Low Split Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Jackpot Fee
1	\$3 min. bet	\$0.00	\$1.00	N/A
2	\$3 min. bet	\$0.00	\$2.00	N/A
3	\$3 min. bet	\$1.00	\$2.00	N/A
4	\$3 min. bet	\$1.00	\$3.00	N/A
5	\$3 min. bet	\$1.00	\$4.00	N/A
6	\$3 min. bet	\$1.00	\$5.00	N/A
7	\$3 min. bet	\$0.00	\$3.00	N/A
8	\$3 min. bet	\$1.00	\$4.00	N/A
9	\$3 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
10	\$1 min. bet	\$3.00	N/A
11	\$1 min. bet	\$4.00	N/A
12	\$1 min. bet	\$5.00	N/A
13	\$1 min. bet	\$6.00	N/A
14	\$1 min. bet	\$8.00	N/A
15	\$2 min. bet	\$6.00	N/A
16	\$2 min. bet	\$8.00	N/A
17	\$2 min. bet	\$10.00	N/A
18	\$2 min. bet	\$12.00	N/A
19	\$2 min. bet	\$15.00	N/A

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Type of Game

The players of Crazy Pineapple play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player may use any combination of two out of the three cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “the board” cards to make the highest five-card poker hand. A player may also play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

The rank of each card used in Crazy Pineapple, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

The ranking of hands for Crazy Pineapple, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2’s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2’s and two 3’s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2’s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3’s and two 2’s is the lowest ranked Two Pairs.

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One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. The house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have three cards face-down. These initial three cards are referred to as "hole cards." Once each player has received their three hole cards, the first round of betting will occur. Players are given the following options, starting with the player

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to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their three hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call."
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and placing it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Each active player, which are players that called all wagers and did not fold their hand, shall be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button. The cards shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. Once all active players have discarded one card and now only have two cards in their hand, the house dealer shall proceed dealing the game by taking the top card of the deck and placing it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will

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occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

For **Limit Crazy Pineapple - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Crazy Pineapple - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The

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opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Crazy Pineapple - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Crazy Pineapple - schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Crazy Pineapple - schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.

Spread Limit Crazy Pineapple shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the Tulare County Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Crazy Pineapple High/Low Split are as shown below:

Crazy Pineapple – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A

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19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Crazy Pineapple - Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Jackpot Fee
1	\$3 min. bet	\$0.00	\$1.00	N/A
2	\$3 min. bet	\$0.00	\$2.00	N/A
3	\$3 min. bet	\$1.00	\$2.00	N/A
4	\$3 min. bet	\$1.00	\$3.00	N/A
5	\$3 min. bet	\$1.00	\$4.00	N/A
6	\$3 min. bet	\$1.00	\$5.00	N/A
7	\$3 min. bet	\$0.00	\$3.00	N/A
8	\$3 min. bet	\$1.00	\$4.00	N/A
9	\$3 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
10	\$1 min. bet	\$3.00	N/A
11	\$1 min. bet	\$4.00	N/A
12	\$1 min. bet	\$5.00	N/A
13	\$1 min. bet	\$6.00	N/A
14	\$1 min. bet	\$8.00	N/A
15	\$2 min. bet	\$6.00	N/A
16	\$2 min. bet	\$8.00	N/A
17	\$2 min. bet	\$10.00	N/A
18	\$2 min. bet	\$12.00	N/A
19	\$2 min. bet	\$15.00	N/A

PINEAPPLE HIGH/LOW SPLIT

Type of Game

The players of Pineapple High/Low Split play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card high poker hand that ranks higher than the other players' five-card high poker hand and a five-card poker hand that ranks lower than the other players' five-card low poker hand. Each player may use any combination of two out of the three cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the round of play, referred to as "community" cards or "the board" cards to make the highest five-card poker hand. A player may also play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

When making a five-card low poker hand and a five-card high poker hand, a player is may use zero, one, or both hole cards to complete each hand but a player is not required to use the same community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker.

Card Values and Hand Rankings

Five-Card High Card Values

The rank of each card used in Pineapple High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

Five-Card Low Card Values

The rank of each card used in Pineapple High/Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have an 8 high or better (lower), meaning that the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualifying the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an ace, even though the second hand has the lowest card.

PINEAPPLE HIGH/LOW SPLIT

The ranking of hands for Pineapple High/Low Split, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

PINEAPPLE HIGH/LOW SPLIT

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. The house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have three cards face-down. These initial three cards are referred to as "hole cards." Once each player has received their three hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their three hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call."
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

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After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Each active player, which are players that called all wagers and did not fold their hand, shall be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button. The cards shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. Once all active players have discarded one card and now only have two cards in their hand, the house dealer shall proceed dealing the game by taking the top card of the deck and placing it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How the Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand and the lowest ranking five-card poker hand. When making a five-card low poker hand and a five-card high poker hand, a player is required to use the same two hole cards to complete each hand but is not required to use the same community cards to complete each hand.

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

For **Limit Pineapple High/Low Split - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **Limit Pineapple High/Low Split - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior

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to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **Limit Pineapple High/Low Split - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Pineapple High/Low Split - schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **Spread Limit Pineapple High/Low Split - schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.

Spread Limit Pineapple High/Low Split shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the Tulare County Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pineapple High/Low Split are as shown below:

Pineapple High/Low Split – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A

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18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Pineapple High/Low Split - Spread Limit

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee	Jackpot Fee
1	\$3 min. bet	\$0.00	\$1.00	N/A
2	\$3 min. bet	\$0.00	\$2.00	N/A
3	\$3 min. bet	\$1.00	\$2.00	N/A
4	\$3 min. bet	\$1.00	\$3.00	N/A
5	\$3 min. bet	\$1.00	\$4.00	N/A
6	\$3 min. bet	\$1.00	\$5.00	N/A
7	\$3 min. bet	\$0.00	\$3.00	N/A
8	\$3 min. bet	\$1.00	\$4.00	N/A
9	\$3 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
10	\$1 min. bet	\$3.00	N/A
11	\$1 min. bet	\$4.00	N/A
12	\$1 min. bet	\$5.00	N/A
13	\$1 min. bet	\$6.00	N/A
14	\$1 min. bet	\$8.00	N/A
15	\$2 min. bet	\$6.00	N/A
16	\$2 min. bet	\$8.00	N/A
17	\$2 min. bet	\$10.00	N/A
18	\$2 min. bet	\$12.00	N/A
19	\$2 min. bet	\$15.00	N/A

Mexican Stud Poker

Type of Game

The players of Mexican Stud Poker play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using a standard deck of cards stripped to 40 cards (the 8s, 9s, and 10s are removed and one joker is added for a total of 41 cards).

Card Values and Hand Rankings

The rank of each card used in Mexican Stud Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

A joker shall rank according to whether it is dealt face-up or face-down. If a player is dealt a joker face-up during any round, the joker may be used as an ace or to complete a straight or flush. If a player is dealt a joker face-down, the joker is wild and may be used as any card. If the player with the joker later turns it face-up, then it may only be used to complete a straight or flush. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The highest ranked five card hand for Mexican Stud Poker, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a joker. Four aces and a joker is the highest ranked four of a kind and four 2's and a joker is the lowest ranked four of a kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 7 and 6 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush. Other acceptable straight flush hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K of the same suit.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 7 is the highest ranked flush and a 7, 6, 5, 4, 2 is the lowest ranked flush.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.

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Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 7 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight. Other acceptable straight hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 7 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game also utilizes a flat disk called a "dealer button" to visually designate which player is in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The dealer button is the last to receive cards on the initial deal, but does not determine where action begins. During the first round, action begins with the player that has the lowest face-up card. On all other rounds, action starts with the player that has the highest ranking face-up cards.

Dealing Procedures and Round of Play

When first opening a game, all players are dealt one card. The player with the highest ranked card, by suit, shall receive the dealer button. Once the dealer button has been established, the cards are collected and each player shall be required to place an "ante." Antes are used to initiate action and are posted before players receive any cards. All antes shall be placed in the center of the table, which is known as "the pot." Once the antes have been posted, the card room dealer shall deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have one face-up card. The card room dealer shall then deal one face-down to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of two cards; one face-up and one face-down. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player that that has been dealt the highest face-up card, clockwise of the dealer button, according to card rank and suit, shall be required to place a bet equal to the amount of the lower table limit, referred to as the

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“bring in.” Players are then given the following options, starting with the player to the left of the player that placed the bring in, and then continuing clockwise around the table:

- Call the bring in by placing a wager equal to the bring in;
- Raise the pot by placing a wager equal to the bring in as well as an amount equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Fold their hand, which shall be collected by the card room dealer;
- Check their hand and place no additional bet at this time. This is only permitted for the player that placed the bring in and when all other players have called the bring in and there have been no raises.

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the “dealer button” and continuing clockwise around the table until all players have a total of three cards; two face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their third card, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up card:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the “dealer button” and continuing clockwise around the table until all players have a total of four cards; three face-up cards and one face-down card.

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The face-up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fourth card, the third round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of five cards; four face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fifth card, which is final card dealt to each active player, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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Collection Fee Schedule

For **Limit Mexican Stud Poker - schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude prior to or extend beyond the second card being dealt, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken when the first up card is dealt. The late round designated collection fee shall be collected when the last card is dealt. For **Limit Mexican Stud Poker - schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude prior to or extend beyond the second card being dealt, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken when the first up card is dealt. There shall not be a late round designated collection fee taken. For **Limit Mexican Stud Poker - schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **Spread Limit Mexican Stud Poker - schedule options 1 through 10**, the regular table fees shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude beyond when the second card is dealt, The Deuce Lounge and Casino will collect the designated late round table fee. For **Spread Limit Mexican Stud Poker - schedule options 11 through 20**, the collection fee shall be taken from the pot every 30 minutes.

Spread Limit Mexican Poker shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the Tulare County Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Mexican Stud Poker are as shown below:

Mexican Stud Poker – Limit

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee	Jackpot Fee
		Opening	Late		
1	\$1 - \$2	\$0.50	\$0.50	\$1.00	N/A
2	\$1 - \$2	\$0.50	\$0.50	\$1.50	N/A
3	\$1 - \$2	\$0.50	\$0.50	\$2.00	N/A
4	\$2 - \$4	\$1.00	\$1.00	\$1.00	N/A
5	\$2 - \$4	\$1.00	\$1.00	\$2.00	N/A
6	\$2 - \$4	\$1.00	\$1.00	\$3.00	N/A
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00	N/A
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00	N/A
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00	N/A

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10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00	N/A
11	\$10 - \$20	\$1.00	\$1.00	\$1.00	N/A
12	\$10 - \$20	\$1.00	\$1.00	\$2.00	N/A
13	\$10 - \$20	\$1.00	\$1.00	\$3.00	N/A
14	\$10 - \$20	\$1.00	\$1.00	\$4.00	N/A
15	\$1 - \$2	\$0.50	\$0.00	\$0.50	N/A
16	\$1 - \$2	\$0.50	\$0.00	\$1.00	N/A
17	\$2 - \$4	\$1.00	\$0.00	\$1.00	N/A
18	\$2 - \$4	\$1.00	\$0.00	\$2.00	N/A
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00	N/A
20	\$10 - \$20	\$1.00	\$0.00	\$1.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Mexican Stud Poker - Spread Limit

Schedule Option	Table Limit	Designated Late Table Fee	Regular Table Fee	Jackpot Fee
1	\$1 min. bet	\$0.00	\$1.00	N/A
2	\$1 min. bet	\$1.00	\$1.00	N/A
3	\$1 min. bet	\$1.00	\$2.00	N/A
4	\$1 min. bet	\$1.00	\$3.00	N/A
5	\$1 min. bet	\$1.00	\$4.00	N/A
6	\$2 min. bet	\$0.00	\$1.00	N/A
7	\$2 min. bet	\$1.00	\$2.00	N/A
8	\$2 min. bet	\$1.00	\$3.00	N/A
9	\$2 min. bet	\$1.00	\$4.00	N/A
10	\$2 min. bet	\$1.00	\$5.00	N/A

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
11	\$1 min. bet	\$3.00	N/A
12	\$1 min. bet	\$4.00	N/A
13	\$1 min. bet	\$5.00	N/A
14	\$1 min. bet	\$6.00	N/A
15	\$1 min. bet	\$8.00	N/A
16	\$2 min. bet	\$6.00	N/A
17	\$2 min. bet	\$8.00	N/A

Mexican Stud Poker

18	\$2 min. bet	\$10.00	N/A
19	\$2 min. bet	\$12.00	N/A
20	\$2 min. bet	\$15.00	N/A

California Games Collection Rate Schedules and Fees

21st Century Baccarat: GEGA-003191

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$201	\$1.00	
		\$201 - \$400	\$2.00	
		\$401+	\$5.00	
2	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$200	\$1.00	
		\$201 - \$400	\$2.00	
		\$401 - \$1,000	\$5.00	
		\$1,000+	\$10.00	
3	\$5 - \$200	\$5 - \$100	\$0.50	\$0.50
		\$101 - \$200	\$1.00	
		\$201 - \$400	\$2.00	
		\$401+	\$5.00	
4	\$5 - \$200	\$5 - \$200	\$1.00	\$0.50
		\$201 - \$400	\$2.00	
		\$401 - \$1,000	\$5.00	
		\$1,000+	\$10.00	

EZ Baccarat: GEGA-003192

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$201	\$1.00	
		\$201 - \$400	\$2.00	
		\$401+	\$5.00	
2	\$5 - \$200	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$200	\$1.00	
		\$201 - \$400	\$2.00	
		\$401 - \$1,000	\$5.00	
		\$1,000+	\$10.00	
3	\$5 - \$200	\$5 - \$100	\$0.50	\$0.50
		\$101 - \$200	\$1.00	
		\$201 - \$400	\$2.00	
		\$401+	\$5.00	
4	\$5 - \$200	\$5 - \$200	\$1.00	\$0.50
		\$201 - \$400	\$2.00	
		\$401 - \$1,000	\$5.00	
		\$1,000+	\$10.00	

Three Card Poker: GEGA-003193

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee
1	\$5 - \$200	\$0	\$5 - \$35	\$1.00
			\$36 - \$100	\$2.00
			\$101 - \$200	\$3.00
			\$201 - \$300	\$4.00
			\$300+	\$5.00
2	\$5 - \$50	\$0	\$5 - \$35	\$1.00
			\$36 - \$100	\$2.00
			\$100+	\$3.00

Fortune Pai Gow Poker: GEGA-003194

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$5 - \$40	\$0.50	\$5 - \$100	\$1.00
		\$41 - \$100	\$1.00	\$100+	\$2.00
		\$101 - \$200	\$2.00		

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
2	\$5 - \$200	\$5 - \$40	\$0.50	\$2.00
		\$41 - \$100	\$1.00	
		\$101 - \$200	\$2.00	

Pai Gow Poker: GEGA-003195

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$5 - \$40	\$0.50	\$5 - \$100	\$1.00
		\$41 - \$100	\$1.00	\$100+	\$2.00
		\$101 - \$200	\$2.00		

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
2	\$5 - \$200	\$5 - \$40	\$0.50	\$2.00
		\$41 - \$100	\$1.00	
		\$101 - \$200	\$2.00	

No Bust 21st Century Blackjack: GEGA-003196

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$200	\$0	\$5 - \$50	\$.50
			\$51 - \$400	\$2.00
			\$401+	\$5.00
2	\$50 - \$200	\$0	\$50 - \$400	\$2.00
			\$400 - \$1,000	\$5.00
			\$1,001 +	\$10.00

Let It Ride: GEGA-003197

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee	Jackpot Fee
1	\$5 - \$200	\$0	\$5 - \$35	\$1.00	N/A
			\$36 - \$100	\$2.00	
			\$101 - \$200	\$3.00	
			\$201 - \$300	\$4.00	
			\$300+	\$5.00	
2	\$5 - \$50	\$0	\$5 - \$35	\$1.00	N/A
			\$36 - \$100	\$2.00	
			\$100+	\$3.00	

Collection Procedures**California Games**

California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- **21st Century Baccarat** – for **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Player, Dealer, and Tie wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall be no collection fee taken from a player for placing a Player, Dealer, and/or Tie wager. For **schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Player, Dealer, and Tie wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” A collection fee shall also be collected per hand from each player, regardless of what the player wagers. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all Player, Dealer and Tie wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

- **EZ Baccarat** - for **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all player line, banker line, Tie Bet, and Dragon 7 Bonus Bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall be no collection fee taken from a player for placing a player line, banker line, Tie Bet, or Dragon 7 Bonus Bet. For **schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all player line, banker line, Tie Bet, and Dragon 7 Bonus Bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” A collection fee shall also be collected per hand from each player, regardless of what the player wagers. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all player line, banker line, Tie Bet, and Dragon 7 Bonus Bets have been placed on the table but prior to cards being dealt or any round of play being conducted.
- **Three Card Poker** - for **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante wagers and Pair Plus wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” The total table action does not count the Play wager, which is placed by players after the cards have been dealt, nor will an additional fee be assessed to the player-dealer once those wagers are placed. There will be no collection fee required from a player when placing an Ante wager, a Play wager, or a Pair Bonus wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after each player all Ante wagers and Pair Plus wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.
- **Pure 21.5 Buster Blackjack (GEGA-003308)** – for **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all game wagers and Buster Blackjack Bonus Bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player’s double-down or split cards, or when players surrender their hand. There shall be no collection fee required from a player when placing the game wager, the Buster Blackjack Bonus Bet wager, doubling-down, splitting cards, or surrendering their hand. The collection fees shall be collected from player-dealer and dropped by the house dealer after each player all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.
- **Fortune Pai Gow Poker** - for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Fortune Pai Gow Poker and Fortune Bonus Bet wagers placed, referred to as “total table action.” A collection fee shall also be taken from each player based on the total amount a player wagered on the game wager and the Fortune Bonus Bet. The collection fees shall be collected from the player’s and the player-dealer and dropped by the house dealer while the players are setting their hands but prior to hands being compared and wagers being settled. For **schedule option 2**, a collection fee shall be taken per hand from the player-dealer position. A

collection fee shall also be taken per hand from each player based on the total amount a player wagered on the game wager and the Fortune Bonus Bet. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer while the players are setting their hands but prior to hands being compared and wagers being settled.

- **Pai Gow Poker** - for **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Pai Gow Poker wagers placed, referred to as "total table action." A collection fee shall also be taken from each player based on the total amount a player wagered on the game wager. The collection fees shall be collected from the player and the player-dealer and dropped by the house dealer while the players are setting their hands but prior to hands being compared and wagers being settled. For **schedule option 2**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken per hand from each player based on total amount a player wagered on the game wager. The collection fees shall be collected from the player and the player-dealer and dropped by the house dealer while the players are setting their hands but prior to hands being compared and wagers being settled.
- **No Bust 21st Century Blackjack** - for **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all game wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." There will be no collection fee required from a player when placing a game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all game wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.
- **Let It Ride** - for **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Bet #1, Bet #2, and Bet #3 wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." There shall be no collection fee required from a player when placing a Bet #1, Bet #2, or Bet #3 wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

PAN

DESCRIPTION

Pan is played with a special deck of 320 cards with the 8s, 9s, 10s, and Jokers omitted. Additional cards (spades) may be deleted for certain Conditions of Pan. The game is best for 6, 7, or 8 Players, but it can be played with as few as three Players and as many as ten. The object of the Game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner. They receive from each player with cards and chips the total value of their melds as they lay, two for winning the hand plus the tops. This Player is the first Player dealt to on the next hand. Players who may have fouled their hand also are required to pay to the winner the value of the meld.

METHOD OF PLAY

- 1 Players wishing a hand post their Tops.
- 2 The mucker deals ten cards, five at a time, in turn counter clockwise, to each active player.
- 3 Cards are dealt first to the Player who Panned the last hand, or to the first active Player to their right.
- 4 Each Player declares either "In" or "Goes On Top".
- 5 The first player, (see definition above) has the option to:
 - (a) Pluck a card from the deck and use it.
 - (b) Discard the Plucked card and Pluck again.
- 6 Each "IN" Player in turn has the option to:
 - (a) Use the card discarded if it was NOT from the Players hand.
 - (b) Pluck a card from the deck.
- 7 The Player who melds all of their cards first wins.
- 8 The mucker assures that all active Players pay the winner and awards the Tops.

GENERAL RULES

1. Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time. In the beginning deal, four cards are turned down and the fifth card is turned up to each player. However, the tenth card shall be dealt face-down. Players are allowed to look at their cards. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act. If two players receive the same card, the rank of suits is considered with spades being the highest, followed by hearts, then diamonds, and finally clubs being the lowest. If two players receive the same cards of the same suit, the player who received their card first will be the first to draw.

2. The PAN dealer (mucker) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.
3. The dealer (mucker) gives each player ten cards, in two rounds of five at a time, beginning with winning player. For the deal he takes cards from the front of the deck, restoring any excess to the front of the deck.
4. Before play starts, each player beginning with the PREVIOUS winner, declares whether he will stay in the play or retire. If he retires, he discards his hand and forfeits his ante. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play.

PLAYING RULES

5. Starting with the player who had the eldest hand on the first round and then the winner of each hand from then on, each in turn draws one card, either from the top of the deck or the discard pile. If they take the top card of the deck, they must immediately use it in a meld or discard it. They may draw from the discard pile only if
6. The top card of the discard was drawn from the deck and discarded by preceding player
7. They can immediately meld this card in a combination.
8. After drawing and before completing their turn by discarding one card face up, the Player may meld as many sets as they hold, and/or add to their existing melds.
9. Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes") and sets.
10. Any three cards in sequence of the same suit.
11. Three cards of the same rank and of different suits. Any three aces or any three kings form a set regardless of suit (Aces and kings are called non-comoquers.)
12. Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player.
13. A player may add one or more cards to any of their melds, provided that the character of the meld is preserved.
 - (a) To a set of different suits they may add any card of the same rank
 - (b) To a set of the same suit, another of the same rank and any suit.
 - (c) When such cards are so added to a condition, the player collects the value of the original condition for each additional card, **Except**

- I. Only half the value is paid for addition to a set of three value cards in the same suit (2 chips in Spades, 1 chip in any other suit).
 - II. One meld may be split into two by addition of cards, provided that two valid melds result.
14. The advantage in splitting is to increase the number of open ends.
15. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, and 1 chip in any other suit.
16. A player may take a card from one of his increased melds to make a new meld provided he leaves a valid meld.
17. If, before a Player has made their first draw, a player finds they have nine cards, the dealer will serve them the additional card. If player has eleven cards, the dealer withdraws excess card from player's hand, putting such card among the discarded hands of retired players. If player has been dealt less than eight cards, the hand is dead and the player's Tops will be returned.
18. If a player's hand is found incorrect after they have made their first draw, they must discard their hand, retire from that deal and return all collections they have made for conditions. In addition, they must continue to make due payments to others for conditions and for winning.
19. If a player lays down any spread not conforming to the rules, they must make it valid on demand. If they cannot do so, they must return any collections made in consequence of the improper spread and legally proceed with their turn.
20. If the player has already discarded:
- (a) They must return all collections made on that hand,
 - (b) Discard his hand
 - (c) Retire from the play until the next deal
 - (d) Continue to make due payments to others for conditions and winning.
21. If they make the meld valid before attention is called to it, there is no penalty.

FORCING RULES

22. If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if they desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel them to make a discard, thereby possibly breaking up a prospective combination.

OUT RULES

23. When a player shows eleven cards in melds, they collect 2 chips from every player and also collects all over again for each condition in his cards.

24. When a player has all ten cards spread, the player at their left may not discard a card that puts their right-hand opponent out, unless the player at the left has no other possible choice.

25. The requirements of a valid meld are:

- (a) "Sets" must have either three different suits represented or three of the same suit represented.
- (b) "Sequences" must be all the same suit.

CARD RANKING

1 Cards in each suit rank K (high), Q, J, 7,6,5,4,3,2, A.

2 The Jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases.

3 All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value". Cards of other rank are non-valle.

KONDITIONS

SQUARES (VALLE)

1 Valle Cards (Three Suits represented) = I Chip 2 Valle Cards (Three of the same suit)

2 Chips Spades are doubled = 4 Chips

3 Add one card of the same suit to the Condition = I Chip Spades are doubled = 2 Chips

SQUARES (NON-VALLE)

4 Non-Valle Cards (Three of the same suit) = I Chip Spades are doubled == 2 Chips

5 Add one card of the same suit to the Condition = I Chip Spades are doubled == 2 Chips

ROPES

6 King, Queen, & Jack of the same suit == I Chip Spades are doubled == 2 Chips

7 Ace, Deuce, & Trey of the same suit == I Chip Spades are doubled == 2 Chips

OUTS

8 Going Out = 2 Chips, plus - collecting for all valid pays on the board.

GLOSSARY

Borrowing: Taking a card from an increased meld to make a new meld provided it leaves the original meld valid.

Declaring in: Refers to a Player declaring their intentions to play the hand.

Dropping out: Deciding not to play a hand by throwing the cards face up toward the discard pile.

Flat: Ten cards melded, waiting to go out.

Force: Require a Player to accept a drawn card that adds to any meld or condition that the Player has on the table.

Foul Hand: A hand containing an incorrect number of cards and/or one or more invalid melds that cannot be made good.

Getting a "hit": Drawing a card from the deck that can be used to make a meld or can be added to an existing meld.

Going on top: Deciding not to play a hand by throwing the cards face up toward the discard pile.

Good One: A card that increases the value of a meld or condition. Usually used when the Player is "going out".

Hit: Using a drawn card to validate a meld and put it on the table. Also applied to drawn cards added to existing melds or conditions.

Increasing: Adding one or more cards to any a meld, provided that the character of the meld is preserved.

Kondition: A paying Meld. Also the value of the chips being used in the game.

Meld: Three or more cards placed face up on the table that meet certain requirements. Also called a "spread".

Mucker: The Dealer of the Pan game.

Non-valle: Cards that are not 3's, 5's, and 7's.

Pan a Hand: The first player to meld ELEVEN cards, ten on board plus a drawn card.

Pay: Another name for a valid condition of value.

Peeker: Refers to a hand with value (pay) that does not get a hit that enables the pay to be collected.

Pisser: Refers to a hand that has little or no potential pay value.

Rope: Another name for a Sequence.

Rope: Any three or more cards in sequence of the same suit with Ace being low and King being high.

Sequence: Any three or more cards in sequence of the same suit with Ace being low and King being high.

Set: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suits represented (called non comoquers).

Splitting: Two players agree to split the tops, the hand is not played.

Spread: A general reference to any sequence, meld, kondition, rope, or square that a Player has "spread" on the table.

Square: Another name for a meld or condition of cards of equal rank.

Square: Three cards of the same rank with three different suits represented or three cards of the same rank with same suit represented. Exceptions are Aces and Kings that only require three of a kind regardless of the suites represented(called non-comoquers).

Stripped Deck: Refers to a pan deck with some of the cards (usually spades and/or valle cards) removed. This reduces the potential for big pays.

Stuffmg: Replacing some cards back into the UN-shuffled rear portion of the deck.

The Muck: The discard pile

To Muck: To shuffle the cards (muck).

Valid meld: "Sets" must have either three different suits represented or three of the same suit represented. "Sequences" must be all the same suit.

Valle cards: '3's, '5's, and '7's

Value: What a meld may be worth.

Yarbourgh: Refers to a hand containing a card of each rank and no valid sequence meld.

The collection fee is taken from the ante, with any remaining excess staying in the center of the table to be collected by the winner. Collection fees will be taken in accordance with the table below:

Limits	5 or more Players	4 or less Players
\$1 KON	\$2.00	\$1.00
\$2 KON	\$2.50	\$2.00
\$3 KON	\$3.00	\$2.00
\$5 KON	\$4.00	\$3.00
\$10 KON	\$7.00	\$6.00

Poker Games Collection Rate Schedules and Fees**Texas Hold'em: GEGA-003181****Texas Hold'em High-Low Split: GEGA-003182****Omaha: GEGA-003183****Omaha High-Low Split: GEGA-003184****Pineapple: GEGA-003186****Pineapple High-Low Split: GEGA-003187****Crazy Pineapple: GEGA-003188****Limit Games**

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee
		Opening	Late	
1	\$1 - \$2	\$0.50	\$0.50	\$1.00
2	\$1 - \$2	\$0.50	\$0.50	\$1.50
3	\$1 - \$2	\$0.50	\$0.50	\$2.00
4	\$2 - \$4	\$1.00	\$1.00	\$1.00
5	\$2 - \$4	\$1.00	\$1.00	\$2.00
6	\$2 - \$4	\$1.00	\$1.00	\$3.00
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00
11	\$10 - \$20	\$1.00	\$1.00	\$1.00
12	\$10 - \$20	\$1.00	\$1.00	\$2.00
13	\$10 - \$20	\$1.00	\$1.00	\$3.00
14	\$10 - \$20	\$1.00	\$1.00	\$4.00
15	\$1 - \$2	\$0.50	\$0.00	\$0.50
16	\$1 - \$2	\$0.50	\$0.00	\$1.00
17	\$2 - \$4	\$1.00	\$0.00	\$1.00
18	\$2 - \$4	\$1.00	\$0.00	\$2.00
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00
20	\$10 - \$20	\$1.00	\$0.00	\$1.00

Schedule Option	Table Limit	Collection Fee (per 30 mins)	Jackpot Fee
21	\$3 - \$6	\$6.00	N/A
22	\$3 - \$6	\$8.00	N/A
23	\$3 - \$6	\$10.00	N/A
24	\$3 - \$6	\$12.00	N/A
25	\$3 - \$6	\$15.00	N/A

Spread Limit Games

Schedule Option	Table Limit	Designated Opening Table Fee	Regular Table Fee
1	\$3 min. bet	\$0.00	\$1.00
2	\$3 min. bet	\$0.00	\$2.00
3	\$3 min. bet	\$1.00	\$2.00
4	\$3 min. bet	\$1.00	\$3.00
5	\$3 min. bet	\$1.00	\$4.00
6	\$3 min. bet	\$1.00	\$5.00
7	\$3 min. bet	\$0.00	\$3.00
8	\$3 min. bet	\$1.00	\$4.00
9	\$3 min. bet	\$1.00	\$5.00

Schedule Option	Table Limit	Collection Fee (per 30 mins)
10	\$1 min. bet	\$3.00
11	\$1 min. bet	\$4.00
12	\$1 min. bet	\$5.00
13	\$1 min. bet	\$6.00
14	\$1 min. bet	\$8.00
15	\$2 min. bet	\$6.00
16	\$2 min. bet	\$8.00
17	\$2 min. bet	\$10.00
18	\$2 min. bet	\$12.00
19	\$2 min. bet	\$15.00

**Mexican Stud Poker: GEGA-003190
Limit Games**

Schedule Option	Table Limit	Designated Table Fee		Regular Table Fee
		Opening	Late	
1	\$1 - \$2	\$0.50	\$0.50	\$1.00
2	\$1 - \$2	\$0.50	\$0.50	\$1.50
3	\$1 - \$2	\$0.50	\$0.50	\$2.00
4	\$2 - \$4	\$1.00	\$1.00	\$1.00
5	\$2 - \$4	\$1.00	\$1.00	\$2.00
6	\$2 - \$4	\$1.00	\$1.00	\$3.00
7	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$1.00
8	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$2.00
9	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$3.00
10	\$3 - \$6 to \$9 - \$18	\$1.00	\$1.00	\$4.00
11	\$10 - \$20	\$1.00	\$1.00	\$1.00

12	\$10 - \$20	\$1.00	\$1.00	\$2.00
13	\$10 - \$20	\$1.00	\$1.00	\$3.00
14	\$10 - \$20	\$1.00	\$1.00	\$4.00
15	\$1 - \$2	\$0.50	\$0.00	\$0.50
16	\$1 - \$2	\$0.50	\$0.00	\$1.00
17	\$2 - \$4	\$1.00	\$0.00	\$1.00
18	\$2 - \$4	\$1.00	\$0.00	\$2.00
19	\$3 - \$6 to \$9 - \$18	\$1.00	\$0.00	\$2.00
20	\$10 - \$20	\$1.00	\$0.00	\$1.00

Schedule Option	Table Limit	Collection Fee (per 30 mins)
21	\$3 - \$6	\$6.00
22	\$3 - \$6	\$8.00
23	\$3 - \$6	\$10.00
24	\$3 - \$6	\$12.00
25	\$3 - \$6	\$15.00

Spread Limit Games

Schedule Option	Table Limit	Designated Late Table Fee	Regular Table Fee
1	\$1 min. bet	\$0.00	\$1.00
2	\$1 min. bet	\$1.00	\$1.00
3	\$1 min. bet	\$1.00	\$2.00
4	\$1 min. bet	\$1.00	\$3.00
5	\$1 min. bet	\$1.00	\$4.00
6	\$2 min. bet	\$0.00	\$1.00
7	\$2 min. bet	\$1.00	\$2.00
8	\$2 min. bet	\$1.00	\$3.00
9	\$2 min. bet	\$1.00	\$4.00
10	\$2 min. bet	\$1.00	\$5.00

Schedule Option	Table Limit	Collection Fee (per 30 mins)
11	\$1 min. bet	\$3.00
12	\$1 min. bet	\$4.00
13	\$1 min. bet	\$5.00
14	\$1 min. bet	\$6.00
15	\$1 min. bet	\$8.00
16	\$2 min. bet	\$6.00
17	\$2 min. bet	\$8.00
18	\$2 min. bet	\$10.00
19	\$2 min. bet	\$12.00
20	\$2 min. bet	\$15.00

Pan

Schedule Option	Kondition	Regular Table Fee	Jackpot Fee
1	\$1 +	\$1.00	N/A
2	\$1 +	\$1.50	
3	\$1 +	\$2.00	
4	\$1 +	\$3.00	
5	\$1 +	\$4.00	

Collection Procedures

Poker Games

The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.

- **Texas Hold'em, Texas Hold'em High-Low Split, Omaha, Omaha High-Low Split, Pineapple, Pineapple High-Low Split, and Crazy Pineapple** - for **schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken before the flop. The late round designated collection fee shall be collected after the turn. For **schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken before the flop. There shall not be a late round designated collection fee taken. For **schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **schedule options 1 through 9**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to or extend beyond the flop, The Deuce Lounge and Casino will collect the designated opening round table fee. For **schedule options 10 through 19**, the collection fee shall be taken from the pot every 30 minutes.
- **Mexican Stud Poker** – for **schedule options 1 through 14**, the regular table fee shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude prior to or extend beyond the second card being dealt, The Deuce Lounge and Casino shall collect an opening and a late round designated table fee. The opening round designated collection fee shall be taken when the first up card is dealt. The late round designated collection fee shall be collected when the last card is dealt. For **schedule options 15 through 20**, the regular table fee shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude prior to or extend beyond the second card being dealt, The Deuce Lounge and Casino will collect one designated table fee. The opening round designated collection fee shall be taken when the first up card is dealt. There shall not be a late round designated collection fee taken. For **schedule options 21 through 25**, the collection fee shall be taken from the pot every 30 minutes. For **schedule options 1 through 10**, the

regular table fees shall be taken from the pot in all hands that proceed past when the second card is dealt. In hands that conclude beyond when the second card is dealt, The Deuce Lounge and Casino will collect the designated late round table fee. For **schedule options 11 through 20**, the collection fee shall be taken from the pot every 30 minutes.

- Spread Limit games shall have spread wagering amounts from the minimum wager of \$1 to the maximum wager of \$200 with discretionary number of wagers and raises allowed. Per the Tulare County Local Ordinance, a wager may not exceed \$200 per betting round. **An all-in wager may not exceed \$200 at any time.**

The Deuce Lounge and Casino

Pai Gow Tiles

Rules of Play

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat both the high and low hands of the player/dealer. The player/dealer position, which is determined by starting at seat #1, is offered in a continuous and systematic manner counterclockwise every two hands. Pai Gow Tiles also utilizes a dice cup with three die which determines who receives the first set of four tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button. The player/dealer position is always 9 and 17, no matter how many players are playing. The count begins with the banker and proceeds counter-clockwise. If the point total of the dice equal the player/dealer's position, the player/dealer will receive the first four tiles, but the Action button will go to the first player to the right (counter-clockwise) of the banker. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken per betting circle of every player, prior to the start of any play of hand or round. The player/dealer also pays a per hand fee collection.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the Action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player/dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a "house" way. Once this is complete, the player/dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player/dealer, and as close to 9 as possible. All bets are against the player/dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower than the player/dealer's hands, the player loses to the player/dealer. The player/dealer wins all situations where both hands are identical to the player's hands. The player/dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Scoring:

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

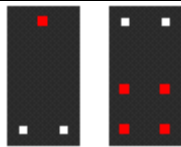
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

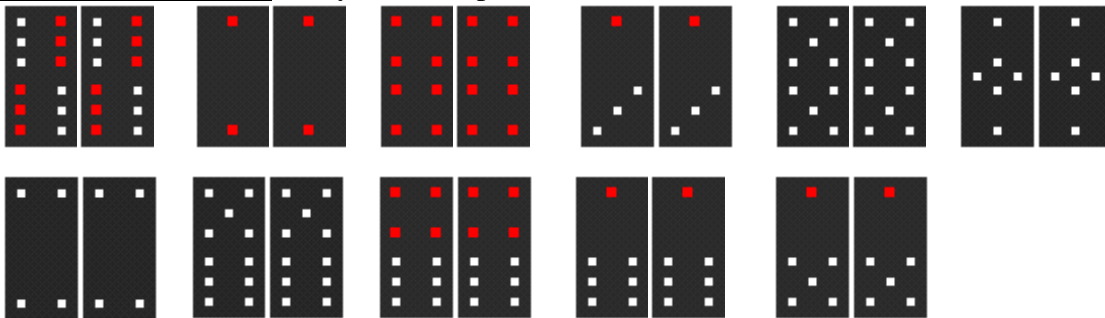
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

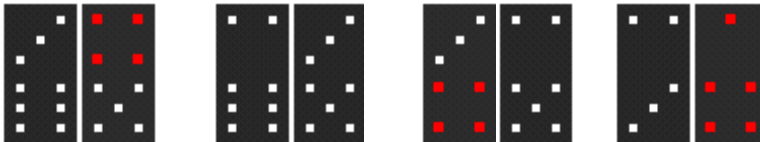


Jee Goon

MATCHED PAIRS: Any matched pair.



UNMATCHED PAIRS: Any of the below mixed pairs.



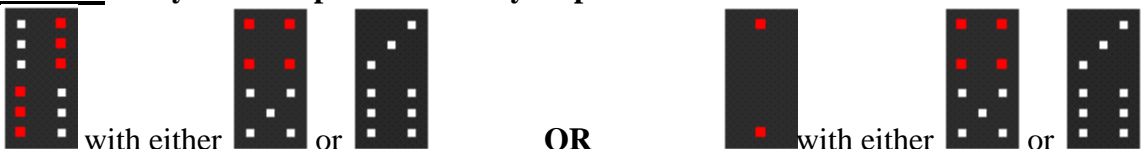
Mixed 9s

Mixed 8s

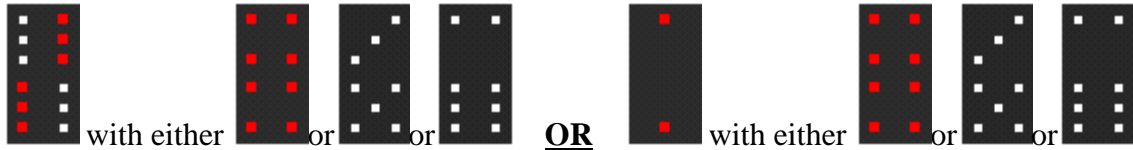
Mixed 7s

Mixed 5s

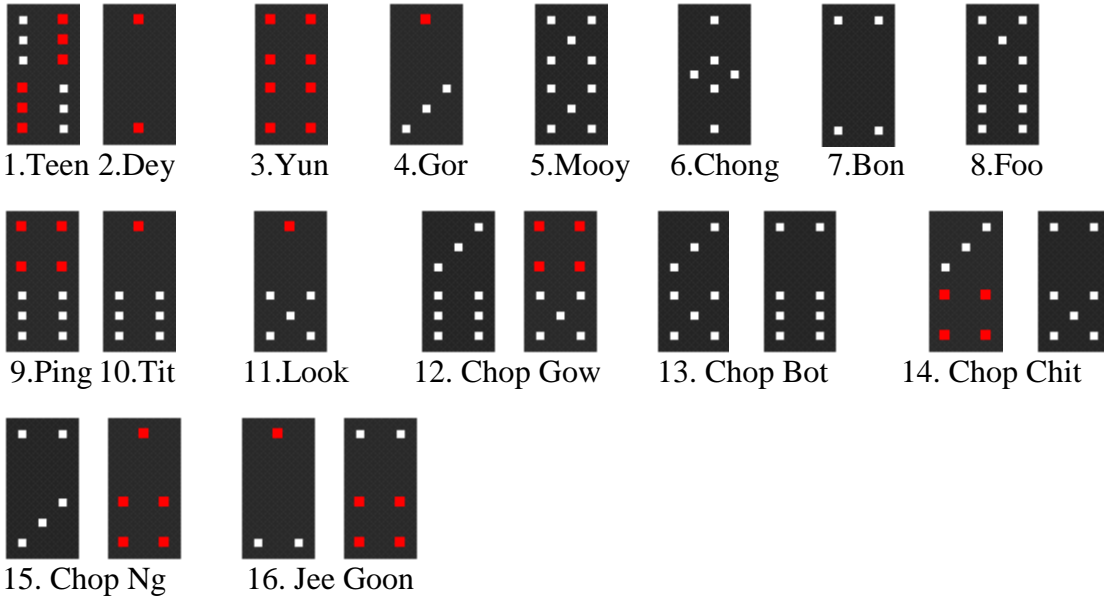
WONG: Any 2 or 12-spot tile and any 9-spot tile.



GONG: Any 2 or 12-spot with any 8-spot tile.



SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



House Way:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Collection Fees

For **schedule options 1 through 3**, the collection fees shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player based on the total amount he or she wagered. The collection fees shall be pre-determined and conspicuously posted on each table prior to any tiles being dealt or a round of play commencing. The collection fees shall be collected and dropped by the house dealer immediately after the tiles have been dealt to each player. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pai Gow Tiles are as shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Player-Dealer Fee
1	\$5 - \$200	\$5 - \$40	\$0.50	\$2.00
		\$41 - \$100	\$1.00	
		\$101 - \$200	\$2.00	